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# NAVAL POSTGRADUATE SCHOOL

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# **THESIS**

AN ADAPTIVE COLLISION RESOLUTION PROTOCOL FOR RANDOM ACCESSED CHANNELS

by

Turhan Gurer December 1985

Thesis Advisor:

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Approved for public release, distribution unlimited

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#### An Adaptive Collision Resolution Protocol for Random Accessed Channels

by

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Submitted in partial fulfillment of the requirements for the degree of

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#### **ABSTRACT**

This thesis investigates the performance of two collision resolution protocols for a random accessed channel. The two proposed protocols are basically multislot collision resolution algorithms. In the first protocol, the number of slots opened is equal to the number of users involved in a collision. Each user randomly selects a slot. The second protocol is an adaptive version of the first protocol. Both of them are investigated numeric calculations and simulations.

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#### I. INTRODUCTION

#### A. DESCRIPTION OF THE PROBLEM

It is very common for users to access the same channel using the Time Division Multiple Access (TDMA) or Frequency Division Multiple Access (FDMA) techniques. These two methods provide multiple accessing, however there are disadvantages. For example reassigning of channel is difficult in FDMA. In TDMA guard times and headers reduce throughput. TDMA also requires central timing and synchronization control. In addition, these two methods are not suitable for handling interactive traffic such as that carried by computer networks. For this type of traffic, the ratio of peak load to average load is rather high. Users generating such traffic are often called bursty users.

An approach suitable for bursty users is to access the channel randomly. This is known RANDOM MULTIPLE ACCESSING (RMA or RA). In a random multiple access system each user has equal opportunity to access the channel when he has a message to send. Naturally, there is no coordination between users and collision is possible. Two or more messages trying to access the channel at the same time will lead to overlapping of messages which is called a collision. Overlapping of messages results in partial or complete destruction of each message and is not desirable. Collided messages need to be retransmitted until they are successfully received by their receivers. In the next section, we shall provide a brief historical review of random access techniques.

#### B. THE HISTORY OF THE RANDOM ACCESS TECHNIQUES

#### 1. Pure ALOHA

In September 1968, the University of Hawaii [Ref. 1], began a research program to investigate alternatives to the use of conventional wire communications for computer-computer and console-computer links. The work was conducted by Norman Abramson and resulted in a system which is now known as the ALOHA system.

ALOHA was a system for remote stations on various islands of Hawaii to contact a central computer via a common radio broadcast channel. Stations use a very simple protocol for accessing the channel. This protocol is known as pure ALOHA.

The fundamental idea of pure ALOHA is very simple. Whenever a station or a user has a message it is transmitted immediately. No coordination is required for the user. Messages are first sent to the central station and then repeated back to all users in broadcast mode. words, the central station just acts as a repeater. Two possible outcomes may result from the transmission, success or collision. A success means the message does not overlap with other messages in time and will be successfully received by the receiver. Collision leads to destruction of all the messages involved in the collision. Therefore, after transmission of the messages the sender should monitor the feedback channel. If collision is detected, which can be done through parity checking, retransmission of the collided messages is required. In order to prevent unending collision, retransmission should be done in the following manner. Once a retransmission is necessary, a randomized delay is usually introduced before the retransmission actually takes place. Figure 1.1 shows of the execution of this protocol. In Figure 1.1 packets C and D collide during the first attempt.

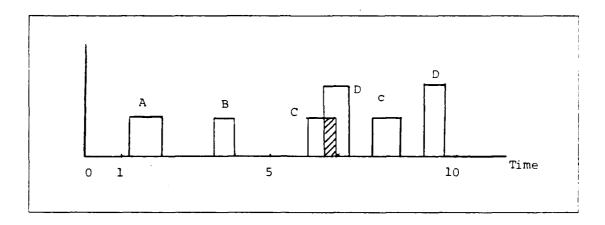


Figure 1.1 Pure Aloha

ALOHA protocol is its simplicity. A disadvantage is that it can only provide very low stable throughput. In this case, throughput is defined to be the average number of packets that can be successfully transmitted during one packet transmission time. A notation that has been generally accepted for throughput is S. Clearly  $0 \le S \le 1$ . In evaluating S, we usually assume an infinite number of users so that the channel input can be modeled as a Poisson process with mean arrival rate G packets/ $\tau$  sec. Here  $\tau$  is the packet transmission time in seconds. Channel input includes newly generated and retransmitted packets. It can be proved that,

$$S = G \cdot exp(-2G)$$

The maximum of S occurs at G=0.5 which results in a throughput 0.18. A system which can only achieve a maximum throughput if 0.18 is not efficient at all. One reason for this low efficiency is due to a  $2\tau$  second vulnerability period of a transmitted packet. This situation is depicted in Figure 1.2.

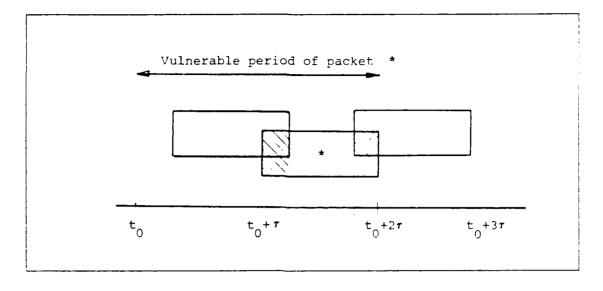


Figure 1.2 Vulnerability Period of the Shaded Packet

#### 2. Slotted ALOHA

One way to improve the performance of the pure ALOHA system is to reduce the vulnerability period of the packet. In 1972, Roberts [Ref. 2], introduced the slotted ALOHA protocol for this purpose. The idea is demonstrated in Figure 1.3, in which the channel time axis is sliced into  $\tau$ -second intervals called slots. Retransmission of data packets can take place only at the beginning of time slots as shown in Figure 1.3. Clearly, the vulnerability period of a packet is now  $\tau$  seconds, which is one half of that of the pure ALOHA protocol. However the price we pay here is the requirement for strict synchronization among all the participating users. Once again, assuming an infinite number of users it can be shown that,

$$S = G \cdot exp(-G)$$

The maximum throughput becomes 0.36 which is twice that of the pure ALOHA protocol. Figure 1.4 shows the throughput characteristics of pure and slotted ALOHA.

Although the system capacity, i.e., the maximum achieveable throughput is doubled by slotted ALOHA, the

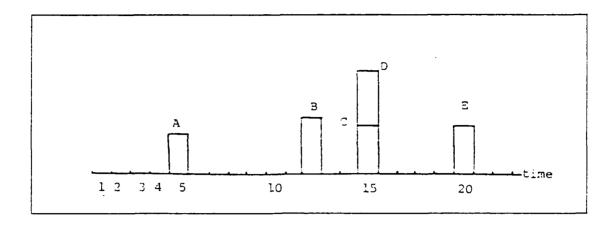


Figure 1.3 Slotted Aloha Channel

system is still not stable. If the mean arrival at G is pushed over 1.0 then there will be a drastic increase in the collision rate. This will eventually lead to a deadlock situation when the system throughput is reduced to zero.

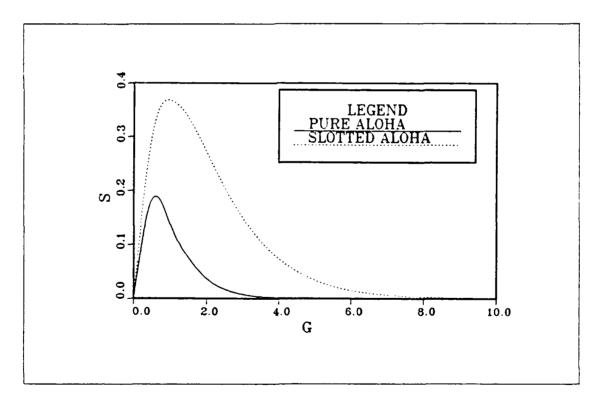


Figure 1.4 Aloha Systems

#### 3. Collision Resolution Algorithms

Since the introduction of the ALOHA protocol by tremendous efforts have been invested researchers trying to enchance the performance of a random access system. Numerous papers have appeared as a result of these efforts. These recently have been centered around the collision resolution algorithm (CRA). A collision resolution algorithm is a protocol which is designed to reschedule the retransmission of those users involved in a collision so that each user eventually gets through. Usually before a collision is completely resolved transmission of new packet should not be attempted. The efficiency of a CRA is usually measured by the average number of time slots required to resolve a collision. This average number of time slots is usually called a collision resolution interval (CRI). Based on measurement one can usually derive the maximum achieveable throughput provided by the protocol. Almost all CRAs use a slotted system, i.e., the channel time is slotted.

Historically, the first CRA was proposed by Capetanakis [Ref. 3]. A similar approach was proposed by Hayes [Ref. 2]. Capetanakis' collision resolution algorithm (CCRA) was later improved by Massey [Ref. 4], by Gallager [Ref. 2] and by Humblet [Ref. 2]. An energy detector was also employed to improve the performance of the Capetanakis's protocol in [Ref. 3]. A thorough review of CRAs is provided in reference 2.

We use the example sketched in Figure 1.5 to illustrate Capetanakis's idea. Here the time axis is organized into 2  $\tau$ -slot frames. At the termination of the previous collision resolution interval all of the users are waiting for transmission of their packets. Each one randomly picks a slot in the next frame and transmits his packet. In Figure 1.5 we have a total of five users trying to access the channel. They are represented by A, B, C, G and H. Users A,

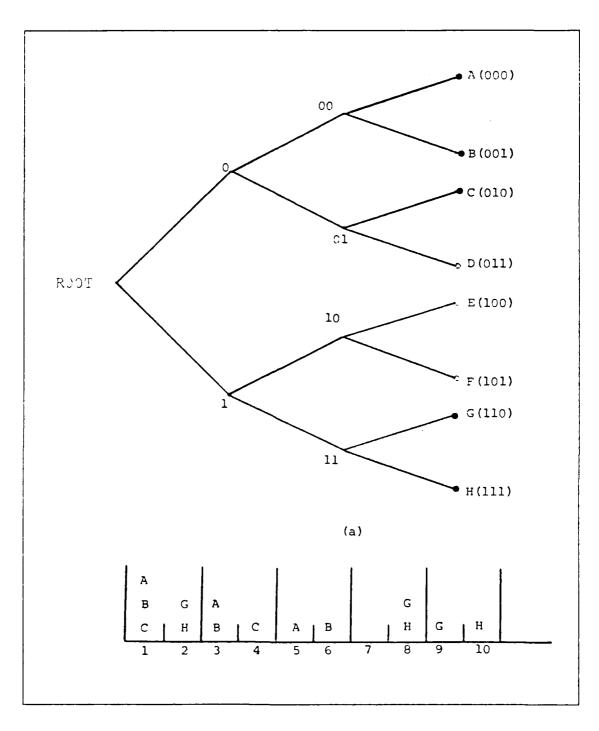


Figure 1.5 Binary Tree Algorithm

B and C select the left slot, while G and H use the right slot. Of course collision occurs in both slots. Slot status information available to users is ternary, i.e., empty,

success or collision. Since a collision is detected in slot 1, we then proceed to resolve the collision. We let users involved in the collision of slot 1, independently and randomly select slot 3 or 4 and retransmit. By this we randomly divide A, B and C into two groups. On our example A and B select slot 3, and C uses slot 4. Since C is now a success, i.e., then proceed to resolve the collision between A and B. Collision between G and H can be resolved only when A, B, and C have been successfully transmitted. A tree representation of Capetanakis protocol is given in Figure 1.5(a).

Tree Algorithm: Each leaf on the tree represents a source and each source has three bits binary address in this example. It might be 8 sources in the tree. There are five active sources in the Figure 5(a). The root of the tree defines all collision resolution interval, First upper branch leaves go to the left slot of the first group (A, B, C in the slot 1). Lower branch leaves go to the right slot of the first pair (G, H in the slot 2). The system shows the retransmission of the A, B, C in the second slot pair, C is alone and means success. After retransmission packet A and B pick up slots 5 and 6. Up here CCRA finished the upper branch collisions. Next step is to retransmit G and H by using the same way.

Capetanakis provides two versions of his protocol, Static and Dynamic. The maximum achieveable throughputs are 0.346 and 0.430, for static and dynamic CCRA respectively.

Later, Massey improved Capetanakis's algorithm by observing that if a collision is followed by an empty slot, one slot can be saved by repeating the random retransmission. This modification allowed a throughput of 0.46.

Gallager introduced a different conflict resolution algorithm with guaranteed stability and had first come first served characteristics. He selects an initial arrival interval I. It performs subsequent subdivisions of I

whenever collision occurs, and it reinitializes whenever a collision occurs within the first I subdivisions. Gallager obtained a maximum throughput of 0.4872. Humblet improved Gallager's algorithm and increased the throughput to 0.48775.

In 1982, Georgiadis and Papantoni-Kazakos [Ref. 5] proposed a collision resolution algorithm called (CRAI). CRAI employs a device called an energy detector to tell the number of the users involved in a collision. Based on this information, they suggest an optimal way of dividing users into two groups once a collision involving these users is detected. Their protocol offers a maximum channel throughput of 0.53. The difficulty with this protocol is that it assumes the availability of an infinite energy detector.

#### C. THE SCOPE OF THIS THESIS

In this thesis we examine two new protocols which are not only easy to implement but also offer satisfactory performance. In Chapter II, we study the MSCRA protocol where each, time we open a number of time slots and let users involved in the collision randomly choose one slot and retransmit. The number of slots opened equals the number of users involved in the collision. Therefore, we have to assume the availability of an infinite energy detector. Chapter III gives an adaptive version of this protocol. Finally, the conclusion is presented in Chapter IV.

#### II. MULTISLOT COLLISION RESOLUTION ALGORITHM

#### A. INTRODUCTION

Suppose we have an energy detector of infinite capacity so that when a collision occurs, we know exactly how many users are involved in the collision. After the detection of a collision involving n users, we immediately open the next m slots for collision resolution. We let each of the collided users pick one of these m slots randomly for retransmission, and " m " should be selected to increase the average number of successful transmissions in the selected m slots and to maximize throughput. Towards this goal, we shall now prove that the optimum m happens to be n (n is the number of the collided users).

Suppose we wish to distribute n packets into m slots.

X = The random variable representing the number of the slots which contain exactly one packet when distributing n packets into m slots. Physically X represents the number of successes.

Next let E[X] denote the expectation of X. Then we have the following special cases.

Case 1: 
$$n=1 m>1 ; E[X] = 1$$

Case 2: n=2 m=2; It is impossible to have only one success in this case. Distributing two packets into two slots, which is equivalent to throwing two balls randomly into two boxes, always results in either two successes or no success at all. In other words,

$$E[X] = 2 \cdot (1/2) + 0 \cdot (1/2) = 1$$

Case 3: n=2 m=

$$E[x] = 2 \binom{m}{1} \binom{m-1}{1} / m^2 = 2 \binom{3}{1} \binom{2}{1} / 9 = 1.33$$

Case 4 : n=2 m≥2

$$E[X] = 2 \binom{m}{1} \binom{m-1}{1} / m^2 = 2m(m-1)/m^2$$

The denominator  $m^2$  represents the number of ways to throw 2 balls into m boxes. The numerator tells the number of ways of select two distinct boxes from m boxes so that each box containing exactly one ball. Obviously E[X] is a function of m. To find the m which maximizes E[X] we perform

$$\frac{d}{dm} \begin{bmatrix} E[x] \\ m \end{bmatrix} = \frac{d}{dm} \begin{bmatrix} 2(m-1) \\ m^2 \end{bmatrix} = \frac{2m-2m(2(m-1))}{m^3} = 0$$

which leads to m=2

#### Case 5:

n=3 m=3 In this case we never can have exactly two successes when distributing 3 packets into 3 slots. If the number of successes is two, the third packet must also be a success. Therefore we can have either one or three successes. Thus,

$$E[X] = 1 \begin{bmatrix} 3 \\ 1 \end{bmatrix} \begin{pmatrix} 3 \\ 1 \end{pmatrix} \begin{pmatrix} 2 \\ 1 \end{pmatrix} \begin{pmatrix} 2 \\ 2 \end{pmatrix} + 3 \begin{pmatrix} 3 \\ 1 \end{pmatrix} \begin{pmatrix} 2 \\ 1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \end{pmatrix} \end{bmatrix} / 27 = 1.33$$

Case 6 :

$$n=3 m>3$$

$$E[X] = \left[1 \binom{m}{1} \binom{n-1}{1} \binom{n-1}{2} + 3 \binom{m}{1} \binom{m-1}{1} \binom{m-2}{1} \right] / m^{n} = \frac{3m(m-1)^{2}}{m^{3}}$$

In order to find optimal m, again we carry out

$$\frac{1}{3} \frac{d}{dm} \left[ \frac{E[X]}{m} \right] = \frac{d}{dm} \left[ \frac{(m-1)^2}{m^3} \right] = \frac{m^3 2 (m-1) - (m-1)^3 m^2}{m^6} = \frac{(m-1)(3-m)}{m^4}$$
(2.1)

which yields

$$m=3$$

In general, it can be easily seen that

$$E[X] = \frac{nm(m-1)^{n-1}}{m^n} = \frac{n(m-1)^{n-1}}{m^{n-1}}$$

If we let m approach infinity, the l'Hopital's Rule shows

$$\lim_{m \to \infty} E[X] = \lim_{m \to \infty} \frac{n(m-1)^{m-1}}{m^{n-1}} = \lim_{m \to \infty} \frac{n(n-1)(m-1)^{n-2}}{(n-1)m^{n-2}}$$

$$= \lim_{m \to \infty} \frac{n(m-1)^{m-2}}{m^{m-2}} = n$$

which is intuitively reasonable, for the optimal selection of n we have.

$$\frac{1}{n} \frac{d}{dm} \left[ \frac{E[X]}{m} \right] = \frac{(n-1)(m-1)^{n-2}m^{n} - nm^{n-1}(m-1)^{n-1}}{m^{2n}}$$

$$= \frac{m^{n-1}(m-1)^{n-2}(-m+n)}{2n}$$

Which results in m=n.

#### B. DESCRIPTION OF THE MSCRA

First, we outline the fundamental assumptions to be used in this chapter.

- 1. Traffic generated by network users collectively form a Poisson process.
- 2. Channel time is slotted.
- 3. An energy detector of infinite capacity assumed in reference 3 is available.
- 4. There are no new packet transmissions until the collision has been resolved.
- 5. There is no propagation delay,
- 6. There is no channel errors.

Based on our discussion in Section II.A the MSCRA can be stated as follows. After a collision involving n users the next n slots are opened for retransmission. Each user randomly selects one of the n slots and retransmits. At the end of the n slots if i of the users have successfully transmitted their packets, i.e., n-i of them are still involved in collisions, the process is repeated with n-i

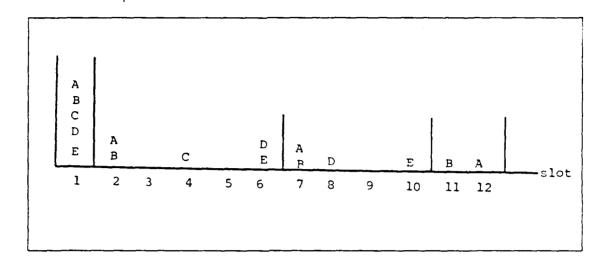


Figure 2.1 Multislot Collision Resolution Algorithm

In this example, the energy detector shows 5 collided packets, at the very beginning and the system opens the next five slots for collision resolution. During this five-slot period there is only one success and four packets still collided. The system then opens four more slots. Now A and B are in collision while D and E succeed. It is thus necessary to open another two slots (slot 11 and 12). In our example A and B are now successes.

It can be seen from this example that after each retransmission, the number of successes and still colliding packets can be assertained. The number of yet to be opened slots is always equal to the number of the packets remaining to be resolved. In this example, the length of the CRI (Collision Resolution Interval) happens to be 12 slots.

#### C. ANALYSIS OF THE MSCRA

In this section we begin by finding the probability of having i successes in distributing n balls into m boxes. i.e., P(X=i).

if n=1 and m=1 then obviously P(X=1) = 1

if n=2 and m=2 then 
$$P(X=0) = {2 \choose 1} {2 \choose 2} / 2^2 = 0.5$$

$$P(X=1) = 0$$

$$P(X=2) = {2 \choose 1} {2 \choose 1} {1 \choose 1} {1 \choose 1} / 2^2 = 0.5$$

if n=3 and m=3 then

$$P(X=0) = {3 \choose 1} {3 \choose 3} / 3^3 = \frac{1}{9}$$

$$P(X=1) = {3 \choose 1} {3 \choose 1} {2 \choose 1} {2 \choose 2} / 3^3 = \frac{2}{3}$$

$$P(X=2) = 0$$

$$P(X=3) = \frac{3}{33} = \frac{2}{9}$$

In resolving a collision involving n users, we define the system state to be the number of collided packets remaining to be resolved. Figure 2.2 shows the state transition diagram in resolving n collided packets. The transition from state n to state i is labeled by a transition probability  $P_{n,n-i}$ . Thus  $P_{n,n-i}$  represents the probability of having n-i success in an n slot period.

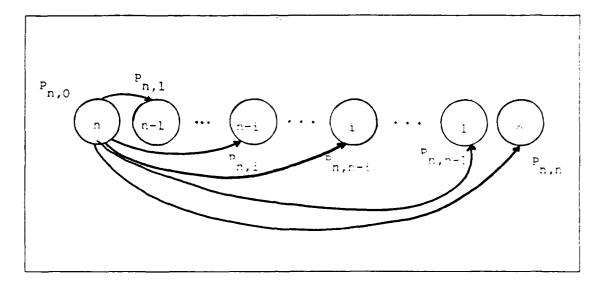


Figure 2.2 State Transition Diagram of An n slot Period

An important performance measure of the protocol is  $\hat{L}_n$  the expected number of slots required to resolve a collision involving n users. From Figure 2.2.

$$\bar{L}_{n} = P_{n,0}\bar{L}_{n} + P_{n,1}\bar{L}_{n-1} + \ldots + P_{n,n-1}\bar{L}_{1} + P_{n,n}\bar{L}_{0}$$
 (2.2)

Where  $\bar{L}_0 = \bar{L}_1 = 0$ 

Since it is not possible to have exactly n-1 successes, we have

$$P_{n,n-1} = 0$$

Rewriting Eqn (2.2)

$$\tilde{L}_{n} = n + \sum_{i=0}^{n} P_{n,i} \tilde{L}_{n-i} = n + P_{n,0} \tilde{L}_{n} + \sum_{i=1}^{n} P_{n,i} \tilde{L}_{n-i}$$

We obtain,

$$\overline{L}_{n} = \frac{1}{1 - P_{n,0}} \left[ n + \sum_{i=1}^{n} P_{n,i} L_{n-i} \right]$$
 (2.3)

Finally, the expected number of slots required in transmitting a total of n packets is,

$$\tilde{L}_{n}^{d} = \tilde{L}_{n} + 1$$

Where the 1 is due to the slot of the initial collision.

P can be obtained recursively as follows,

$$P_{n,i} = A^n_{n,i} / n^n$$

Where

 $A_{n,i}^n$  = The number of possible arrangements in distributing n packets into n slots, which result in i successes.

$$A_{n,i}^{n} = {n \choose i} {n \choose i} i! \left[ (n-i)^{n-i} - A_{n-i,1}^{n-i} - A_{n-i,2}^{n-i} - \dots - A_{n-i,n-1}^{n-i} \right]$$

Eqn (2.4) is valid for  $0 \le i \le n-1$ , otherwise

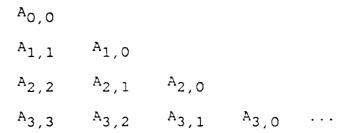
$$A_{n,n}^{n} = \binom{n}{n} \binom{n}{n} \quad n! = n!$$

#### D. NUMERICAL CALCULATIONS AND DISCUSSIONS

For the MSCRA protocol two major computed programs were written. The first one provides numerical values for  $\tilde{L}_n$  of Eqn (2.3). The other program gives simulation results to verify  $\tilde{L}_n$ .

# 1. Numerical Calculations of L<sub>n</sub>

The first program was written in WATFIV using double precision and real value variable declarations. This program recursively generates the  $A^n_{\ n,i}$  of Eqn (2.4) in the following order;



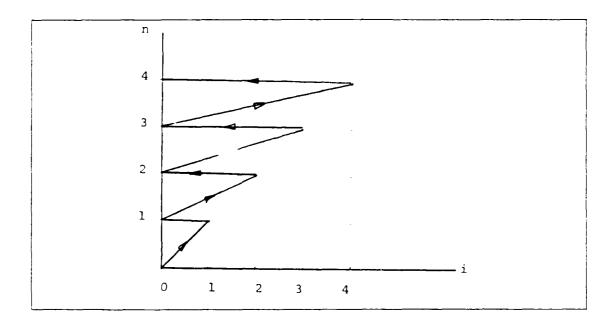


Figure 2.3 The Relationship Between n and i

As demonstrated in Figure 2.3, i cannot be greater than n (the number of successes cannot be greater than the number of users). After calculation of the  ${\bf A^n}_{n,i}$ , we can obtain  ${\bf \hat{L}_n}$ . easily. A function subprogram was written to calculate the FACTORIAL. The Watfiv program is given in Appendix A.

## 2. Simulation

The second program gives simulation results by using GGUD (a random number generator) from the IMSL routine library. GGUD is used to control the random retransmission of the packets. The flow diagram of the simulation is illustrated in Figure 2.4 . A program listing is provided in Appendix B.

### 3. Examples and Discussions

Table I gives a comparison between the  $\bar{L}_n$  obtained by analytical formula Eqn (2.3) and that obtain by simulation. We observe that the agreement between analysis and simulation is extremely good. Since the error is always less than 1%, thus verifies the correctness of the analysis done for the MSCRA. This comparison is also represented graphically in Figure 2.5.

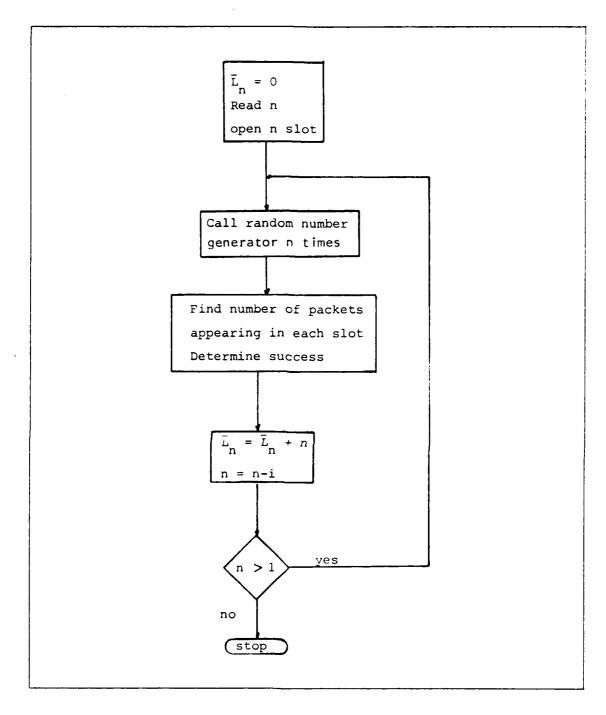


Figure 2.4 Simulation Path

TABLE I SIMULATION AND ANALYSIS FOR MSCRA

N	В	ANALYSIS	SIMULATION	ERROR
123456789012345678901234567890	123456789012345678901234567890	00000000000000000000000000000000000000	00815515837575660770931618954791 0031262023837575660770931618949791346967778203148791 0044839497913430356677782031281894 004681368144692447023333444803555666667777	000003333678853098225445604 00482825554488530222555448018455604 00853333399922374098422102336666 0000000000000000000000000000000

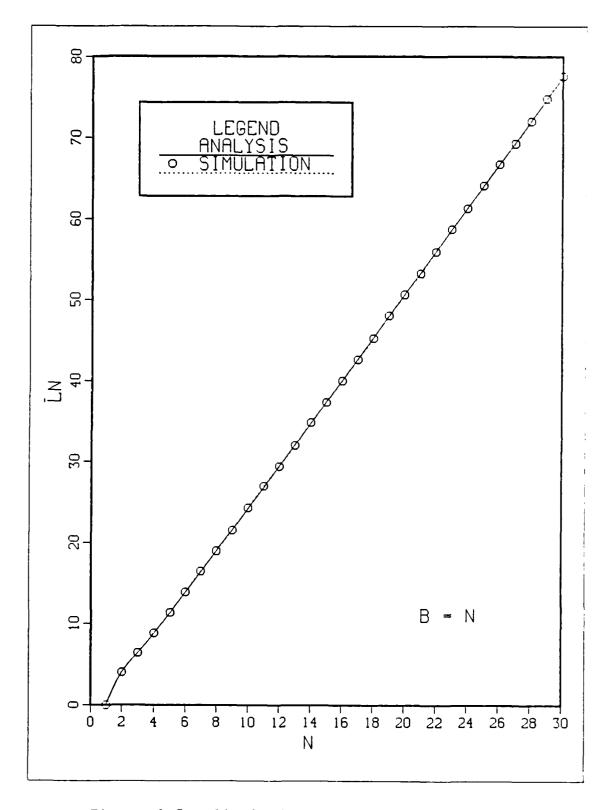


Figure 2.5 Simulation and Analysis for MSCRA

#### III. ADAPTIVE MULTISLOT CRA

#### A. INTRODUCTION

The efficiency of the MSCRA can be improved by modifying the algorithm such that counting for the number of successful transmissions can be made in an adaptive manner. As described in the previous chapter, the MSCRA opens n slots when a collision involving n users is detected. It then waits until the end of the n slot period, counts the number of successful transmissions and restarts with the remaining packets yet to be resolved.

In our new algorithm, upon the detection of a collision involving n users we still open n slots but make observation on only the the first b (  $b \le n$  ) slots. At the end of the bth slot, we count the number of successes which have occured in the first b slots and repeat the process. This new algorithm will be called Adaptive Multislot Collision Resolution Algorithm (AMSCRA).

In this chapter, we shall consider the following two types of AMSCRA:

- (1) If i successes have occured in the first b slots, repeat the collision resolution procedure with n-i users. In other words, without waiting until the end of the nth slot, we immediately open n-i slots and proceed similarly. We shall call this policy AMSCRA with collective resolution.
- (2) If j users have tried their retransmissions in the first b slots and among them i have succeeded, then repeat the process immediately with j-i users. After each of these j-i users have successfully transmitted, restart the process again with n-j users. This policy will be called AMSCRA with separate resolution.

#### B. AMSCRA WITH COLLECTIVE RESOLUTION

#### 1. Description of the Protocol

After a collision involving n users is detected, the system opens n slots. Each of colliding users randomly picks a slot and retransmits. Users participating in the collision resolution observe the status of the channel for the first b slots. Let i represent the number of successful packets in the first b slots. This process is repeated at the end of the bth slot with n-i users. If the number of the packets to be resolved n, becomes smaller than b, then open n slots and make observations over this n-slot period. This case reduces to the MSCRA of Chapter II.

In the example of figure 3.1 the energy detector indicates that the number of packets in the first slot is 5. The resolution algorithm opens five slots and observes the first two slots (slots 2 and 3) because b=2. Unfortunately, no successes are observed in slots 2 and 3 so system opens another five slots following slot 3 and checks 2 slots again (slots 4 and 5). Now we see a success for message A in slot 4. However there are still four collided packets which need to be resolved. The systems opens four slots, checks slots 6 and 7 and finds two more successes for messages B and D in this third interval. The total number of successful packets is now 3. The fourth interval is now opened and messages C and E are also observed to be successful. Thus the entire collision resolution interval(CRI) is completed. In this particular example, the CRI requires a total of 9 slots.

#### 2. Analysis

Before proceeding to derive  $\bar{\boldsymbol{L}}_n$  a few definitions are in order.

 $V_{j,i}^{b}$  = The probability that out of n users j of them retransmit in the b slots and result in i succees.

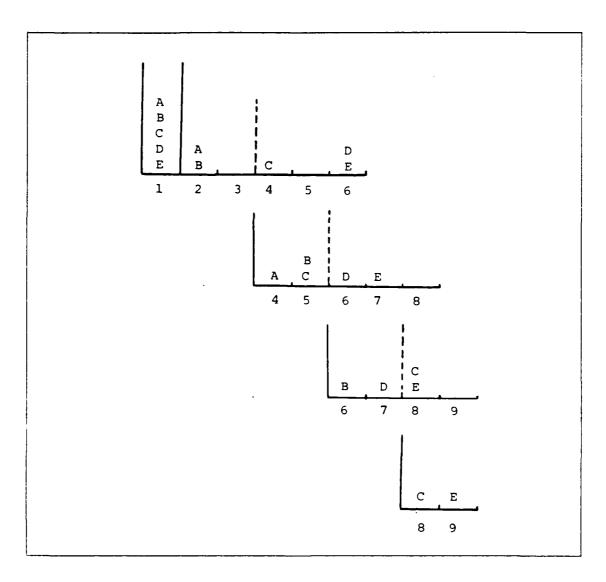


Figure 3.1 An Example for AMSCRA with Collective Resolution b=2

- $A^{b}_{j,i}$  = The number of the arrangements in distributing j packets into b slots, which result in i successes.

In general we can write,

$$A_{j,i}^{b} = {b \choose i} {j \choose i} i! \left[ (b-i)^{j-i} - A_{j-i,1}^{b-i} - A_{j-i,2}^{b-i} \dots - A_{j-i,j-i}^{b-i} \right]$$
 (3.2)

Eqn (3.2) is expressed in recursive form and is valid for  $0 \le i \le \min(b,j)$ -1 The factor  $\binom{b}{i}$  represents the number of arrangments in selecting i packets from b slots and  $\binom{j}{i}$  represents the number of arrangments possible in selecting i packets out of j packets. The factor i! represents the number of arrangments possible in distributing i packets into i slots such that each slot is a success. In Eqn (3.2), (b-i) represents the number of arrangments in distributing the remaining j-i packets into b-i slots which result in no successes. If  $i=\min(b,j)$ , then,

k=min(b,j)

$$A_{j,k}^{b} = {b \choose k} {j \choose k} k! \cdot U(b-j+1)$$
 (3.3)

where 
$$U(x) = \begin{cases} 1 & x>0 \\ 0 & \text{otherwise} \end{cases}$$

The U(x) in Eqn (3.2) is used to prevent  $b \ge i$ ,  $i=\min(b,j)$  from occurring. Based on the definitions of  $V^b_{j,i}$  and  $A^b_{j,i}$ , we have

$$v_{j}^{b}_{i} = \frac{A_{j,i}^{b}}{b^{j}} {n \choose j} \left[ \frac{b}{n} \right]^{j} \left[ 1 - \frac{b}{n} \right]^{n-j}$$
 (3.4)

With this probability the system state proceeds from n to n-i, i.e., the situation illustrated in Figure 3.2.

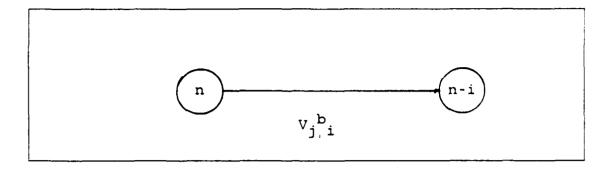


Figure 3.2 Transition From State n to n-i if  $n \ge b$ 

Thus if  $n \ge b$ .

$$\vec{L}_{n} = b + \sum_{j=0}^{n} \sum_{i=0}^{\min(b,j)} v_{j,i}^{b} (\hat{L}_{j-i} + \hat{L}_{n-j})$$
(3.5)

where 
$$\hat{L}_n = \begin{pmatrix} 1 & n=1 \\ \bar{L}_n & \text{otherwise} \end{pmatrix}$$

The relationship between  $\bar{L}_n$  and  $\widehat{L}_n$  is necessary because if n-i = 1, then we need one more slot to complete the CRI. However  $L_1$  has been previously defined to be 0. Finally, the actual number of time slots needed in successful transmitting n packets is

$$\tilde{L}_{n}^{d} = \tilde{L}_{n} + 1$$

If n < b as we pointed out earlier in this chapter, the result reduces to that in Chapter II, thus

$$\frac{1}{1-P_{n,0}} \quad n + \sum_{i=1}^{n} P_{n,i} \hat{L}_{n-i} \qquad n \leq b$$

$$\frac{1}{1-\sum_{j=0}^{n} v_{j,0}^{n}} \quad b + \sum_{i=0}^{\min(b,j)} v_{j,i}^{b} \hat{L}_{n-i} \qquad n > b$$
(3.6)

Where 
$$\hat{L}_n = \begin{pmatrix} 1 & n=1 \\ \bar{L}_n & \text{otherwise} \end{pmatrix}$$

## 3. Numerical Calculations and Discussions

# a. Numerical Calculation of $\tilde{L}_n$

A computer program to calculate  $\bar{L}_n$  was written in WATFIV. Double precision and real value variable declarations were used. This program creates  $A^b{}_{j,i}$  of Eqn (3.2) and Eqn (3.3) recursively. This program differs from the program of Chapter 2 in that we must ensure that i is never greater than b or j (the number of successes is limited by the number of slots and the number of users). The Watfiv program of AMSCRA with collective resolution is given in Appendix A.

### b. Simulation

A simulation program was written in FORTRAN. GGUD was used as a random number generator. The Fortran program is provided in Appendix B. A flow diagram of the simulation is illustrated in Figure 3.3.

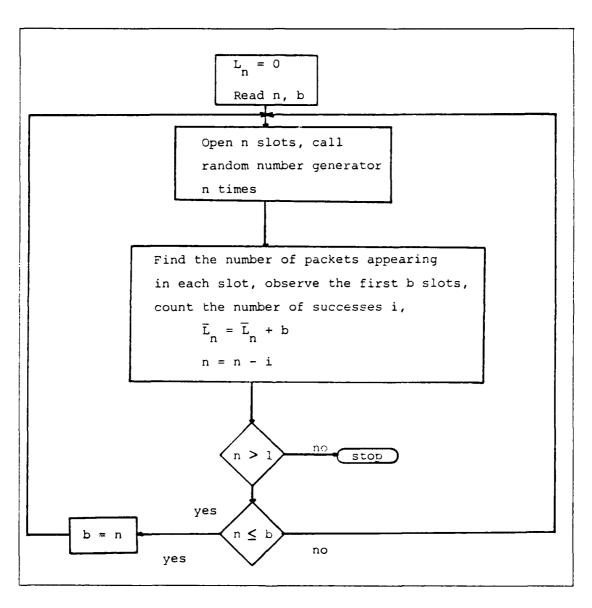


Figure 3.3 Simulation Flow Diagram for AMSCRA with Collective Resolution

### c. Examples and Discussion

Table II on p. 47 gives a comparison between the  $\tilde{L}_n$  obtained by analytical formula and those obtained by simulation. We observe that the agreement between analysis and simulation is extremely close. This verifies the correctness of analysis done for this protocol. Comparison is also done graphically in Figures 3.4, 3.5, 3.6 and 3.7. From Figure 3.4 we observe that b = 1 offers the best performance. Comparison between MSCRA and AMSCRA will be made at the end of this chapter.

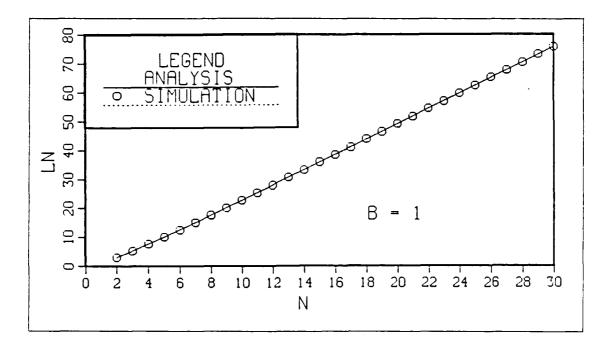


Figure 3.4 AMSCRA with Collective Resolution b=1

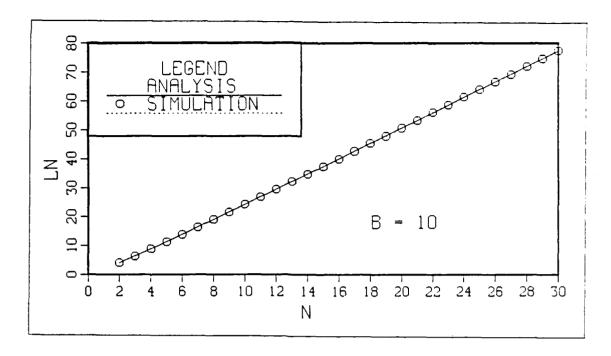


Figure 3.5 AMSCRA with Collective Resolution b=10

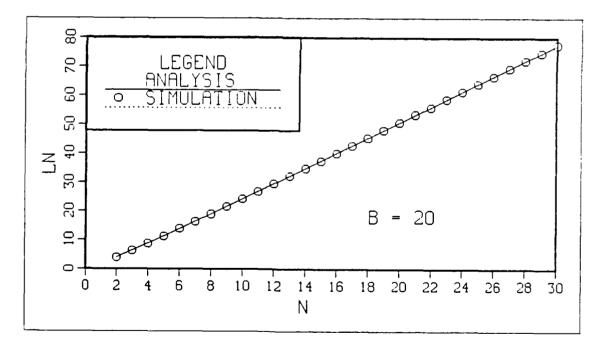


Figure 3.6 AMSCR\ with Collective Resolution b=20

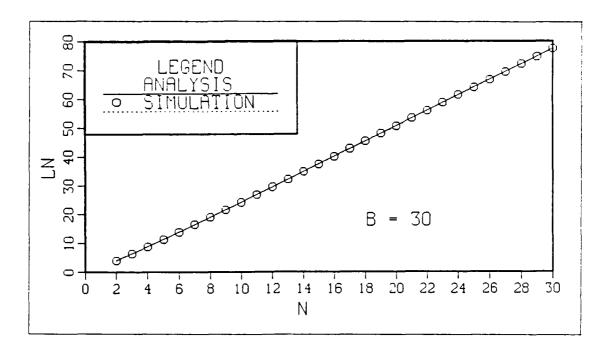


Figure 3.7 AMSCRA with Collective Resolution b=30

### C. AMSCRA WITH SEPARATE RESOLUTION

#### 1. Description

After a collision involving n users is detected the systems opens n slots. Again each user randomly picks one slot and retransmits. All the participating users observe the channel until the end of the first b slots j out of n users have tried in the first b slots resulting in i successes. Then we repeat the process twice with j-i users and the other with n-j users. In other words, at the end of the bth slot we immediately open j-i slots to resolve the collision among the remaining j-i users. After each of these j-i users has successfully transmitted. We open n-j slots to resolve the collision among the remaining n-j users. In any case, if n < b then we only open n slots and make observation for these n slots.

In Figure 3.9, the collision in slot 1 involves five users. The system therefore opens five slots for collision resolution. Each of these five collided users selects one

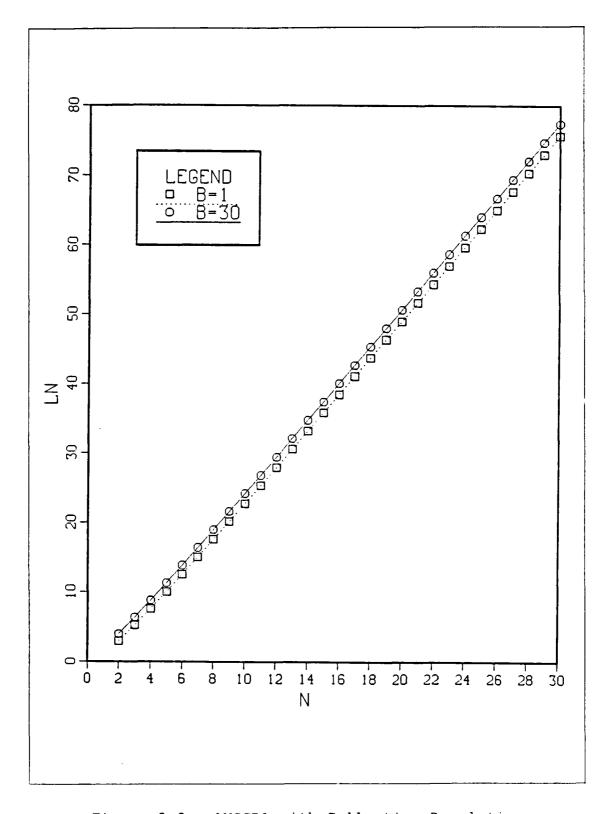


Figure 3.8 AMSCRA with Collective Resolution

slot for retransmission randomly. In this example A and B select slot 2, D and E select slot 6 and user C selects slot 4. We divide the collision resolution into two parts. the first part covers the first b slots (slot 2 and 3), the second part covers the remaining slots. The system stores the users which appear in the second part (user C in slot 4). In the first b slots we observe no successes and four collided packets (j=4); therefore the system opens 4 more slots, (4, 5, 6 and 7). There are now two users, A and B, involved in a collision the first two slots of the 4 newly opened slots. The algorithm then opens two more slots (slots 6 and 7) to resolve the collision between A and B. Users A and B now successfully transmit their packets in slots 6 and 7. After this step, the system opens two slots (8 and 9) for the previous stored packets D and E. Both D and E now succeed. Finally the system opens one more slot for packet C.

## 2. Analysis

After the observation of the first b slots, the group of n collided users will be subdivided into two separate groups with sizes j-i and n-j, j represents the number of users which retransmited in the first b slots. This situation is now demonstrated in Figure 3.10 .  $V^b_{j,i}$  has been defined in Section III.B.2.

From figure 3.10, if  $b \ge n$  we have,

$$\bar{L}_n = b + \sum_{j=0}^n \sum_{i=0}^{\min(b,j)} v^b_{j,i} (\hat{L}_{j-i} + \hat{L}_{n-i})$$
 (3.7)

where 
$$\hat{L}_{n=}$$
  $\left\{ \begin{array}{ll} 1 & \text{if n=1} \\ \\ \bar{L}_{n} & \text{otherwise} \end{array} \right.$ 

and 
$$\hat{L}_0 = \hat{L}_1 = 0$$
  
 $\hat{L}_n^d = \hat{L}_n + 1$ 

In general

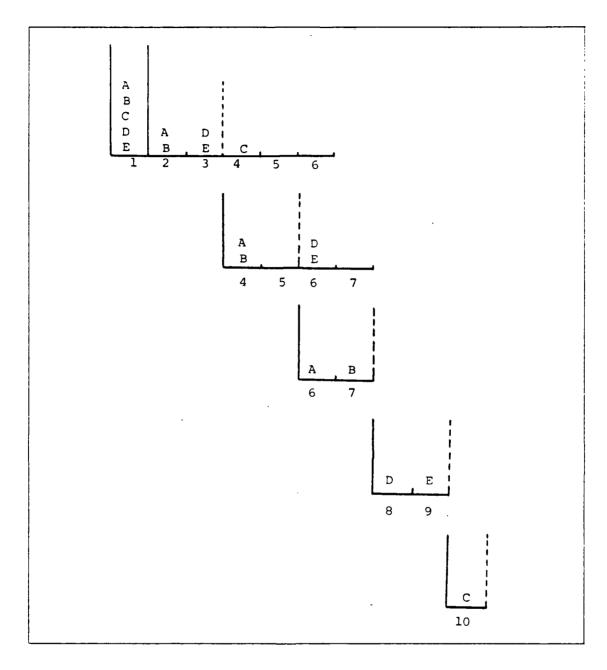


Figure 3.9 AMSCRA with Separated Resolution b=2

$$\hat{L}_{n} = \begin{cases}
 n + \sum_{i=0}^{n} P_{n,i} \hat{L}_{n-i} & n \leq b \\
 n & \min(b,j) \\
 b + \sum_{j=0}^{n} \sum_{i=0}^{\min(b,j)} v^{b}_{j,i} (\hat{L}_{j-i} + \hat{L}_{n-j}) & n > b
\end{cases}$$

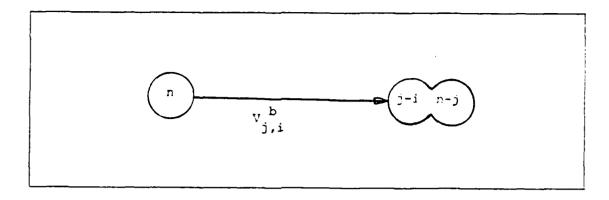


Figure 3.10 State Transition Diagram for AMSCRA with Separated Resolution

$$\overline{L}_{n} = \begin{cases}
\frac{1}{1-P_{n,0}} & n + \sum_{i=0}^{n} P_{n,i} \widehat{L}_{n-i} & n \leq b \\
\frac{1}{1-V_{n,0}} & b + \sum_{i=0}^{\min(b,j)} V_{n,i} \widehat{L}_{n-i} & \sum_{j=1}^{n-1} \sum_{i=0}^{\min(b,j)} V_{j,i} (\widehat{L}_{j-i} + \widehat{L}_{n-j}) \\
\frac{1}{1-V_{n,0}} & V_{0,0} & i=1
\end{cases}$$
(3.8)

## 3. Numerical Calculations and Discussions

a. Numerical Calculation of  $\tilde{\mathbf{L}}_n$ 

The program for calculating  $\hat{L}_n$  is a quite similar to that used for AMSCRA with collective resolution. A Watfiv program of the AMSCRA with separate collision resolution is given in Appendix C.

## b. Simulation

The simulation program was written in Fortran and is provided in Appendix D. A simulation flow diagram is shown in Figure 3.11.

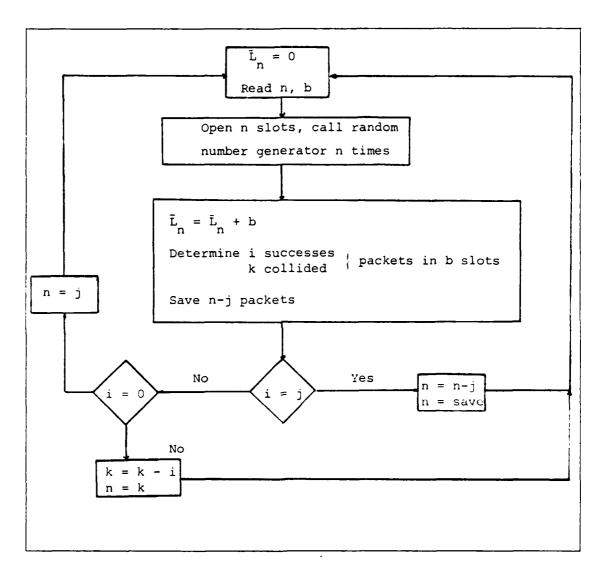


Figure 3.11 Simulation Flow Diagram for AMSCRA with Separate Resolution.

## c. Examples and Discussions

The comparison between simulation and analysis of AMSCRA with separated resolution is given in Table II. Agreement between analysis and simulation is good. This verifies the analysis of the AMSCRA with separated resolution. Some graphical results are given in Figure 3.12.

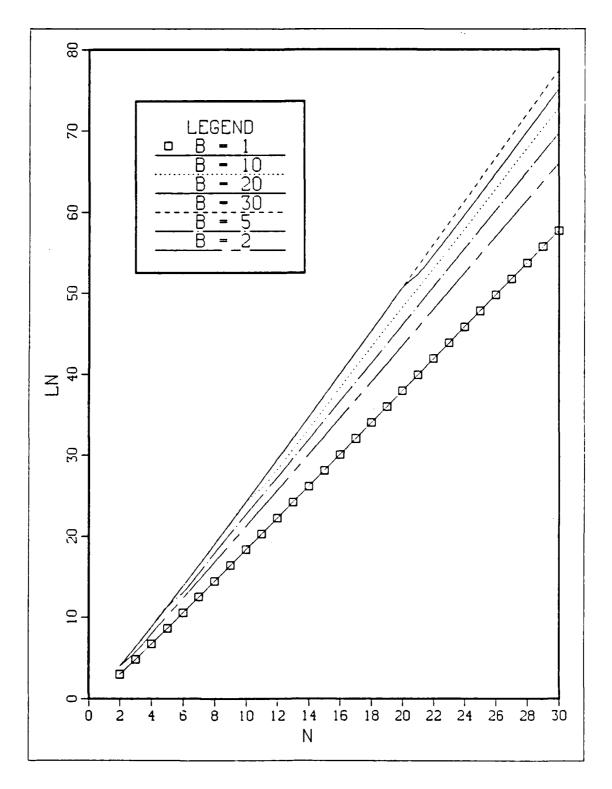


Figure 3.12 AMSCRA with Separate Resolution

TABLE II

ANALYSIS AND SIMULATION RESULTS FOR TWO VERSIONS OF AMSCRA

AMSCRA WITH COL.RESOL. AMSCRA WITH SEP.RESOL.

					inibolai ,		
n	b	analy.	sim.	error	analy.	sim.	error
2345678901234567890123456789023456789012345678901234567	111111111111111111111111111111111111111	00000000000000000000000000000000000000	5337756678399797231844509773991467819591413724459539074937831 8335717366819880501871641475716114339584917290702595390522727 83357170257025701871641475716114339584917290702595390522727 92605061839619540831644357232183189189150251316224499765887366105 926702570257035813691469257035468036813681469144792580358 11111222223333334444455555566667777	24667582888316066155911804152522203580393983101938041234 4241200120021311201111002001083113410132212021111120311 0000000000000000000	0355183511408792618531111234692000000000000000000000000000000000000	52997736923079585957744437794319105555793815353526076159285 83337724400807515708224450904982127042986995524089843377 98765543333222117993859904669754199562199016141069381048233883 98767543333222110909859046697541955621901614106924588037933883 9876754333333333333444444555555 111111222222233333333444444555555	276666675708491520146271045509536822264188731162766632882 0000000000000000000000000000000000

		AMSCRA	WITH COL	.RESOL.	AMSCRA WI	TH SEP.	RESOL.
n	b	analy.	sim.	error	analy.	sim.	error
89023456789012345678901234567890234567890123456789012345678901234567890234	~ \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	00000000000000000000000000000000000000	7777 11111222223333334444555555666667777 774441663216998077515553499962555575255557311544719365389914457022731948992 836320629238500620615543297114457868624117318541142941144570227319448992 295946262763849991254938200498509951853089421043527694 295946262739496184199517516417993853089491037244869210435276994 1363681368136914692470258036814636814691479255555666667777 11111222223333344445555555666667777	67268493041555414219858011373651067325438447337676260108437564539	00000000000000000000000000000000000000	15340366933325556191865593525666725772107331329389315539317687892 223334591284834199645471209884327968004551562912492742173372659959 00859368702385890415775598069618595083196310827986229776627430694 48093147925802571479728937023904938594682592580374770470430694 1363680247914680357925681368025736802579246913680357024791468368	1496092353886320985620554475117606669919360344406336324247292539 1111301022021200200000010310012220020401130112076600100001732 0001000000000000001100000000000000000

		AMSCRA	WITH COL	.RESOL.	AMSCRA V	VITH SEP.	RESOL.
n	b	analy.	sim.	error	analy.	. sim.	error
5678901234567890123456789023456789012345678901234567890234567890 1111111111112222222222223	555555555555555555555555555556666666666	00000000000000000000000000000000000000	559937734132999253377591641209077791899183180197788990247882398353333333333344455555666667777 111112222233333344455555666667777 111122222333333344455555666667777 11112222233333344455555666667777	28070731655722257455060763209823355713831307308431018512035233547 301010100320233002233211010152033557138313073084310185120352335547 00000000000000000000000000000000000	00000000000000000000000000000000000000	5905391702133124457275276760779119037366732494191217759623983139019307398434115489447553879642936169511738525666699937464379203364926822793602478744648518550419218145819935574427921615836039383841500135702479146913680357024794681357022579247914681368036881368036813680368813680368813680368813680368813680368813680368813680368813680368813680368813680368813680368813680368813680368813688036881368036881368036881368036881368036881368036881368036881368803688136803688136803688136803688136803688136803688136803688136880368813680368813680368813680368813680368813680368813680368813688036881368036881368036881368036881368036881368036881368036881368803688136803688136803688136803688136803688136803688136803688136880368813680368813688036881368803688136880368813688036881368803688136880368813688036881368803688136880368813688036881368803688136880368813688036881368803688136880368813688036881368803688136880368881368880368888888888	5284m029284l5m03804m91l26609825m03448m65583l89079460m7l0352364l5 00003l5lm0l00264ll00l03000l5203l200l200l31004l02l000ll014m30l00l0 0000000000000000000000000000000

Kara Proposio Poporono Section Departmento Carabase Representation de Sections de Sections

		AMSCRA	WITH COL		AMSCRA	WITH SEP.	RESOL.
n	b	analy.	sim.	error %	analy	. sim.	error %
12345678901234567890234567890123456789012345678900234567890123456	777777777777777777777788888888888888888	00000000000000000000000000000000000000	757363421720000277557437979856309664550399336730757637791931318185 02813223361246543754713610635209083790078189748467151032063837280 7397296185185074185200766996888009460017818972597811463449003 7397296185185074185203838496173053852044518725978114634497003 6914792570358136914746813681469247925703581369147468136914691479 111112222233333444455555566666777	01967147394143503114443829305380310098731366729768417980297939319 01010011100001110000004312130011212101111102010001533351521001030 0000000000000000000000000000000	00000000000000000000000000000000000000	55771932286717875341488437979591419225760730773511733637791970459812 04813341507933707718661366106889320914990452720207030151032092458481 5937139293493613838003838407050503925058184507514292259781104784532 5702579247914691368146813690358035570257924691468136913580358 222333333333444455555666667 111122222333333334444555555666667	5999352249997810047375438293494716006C8942703108855417980265256026 001112211441011020001004312100101150100113041000105333515433113122 0000000000000000000000000000000

		AMSCRA	WITH COL	RESOL.	AMSCRA	WITH SEP.	RESOL.
n	b	analy.	sim.	error	analy	. sim.	error
7890123456789023456789012345678901234567890234567890123456789012 1112222222222222	999999999999999900000000000000000000000	00000000000000000000000000000000000000	100815939789150155736175454642951289353663480195914885312333377177 6257035813691474681368146924792570368136914736813692479257035 6257035813691474681368146924792570368136914736813692479257035	1653490127254956668401293479737105411514178899591745294918363728 000000000000000000000000000000000000	00000000000000000000000000000000000000	5111247460933953001557361888433131971119275697558011959148689670595403 51112472072322986182593443904448257723165626863297126319861593311668 514037161594810383839518272739486937976033526607233412289716 5140371615948103838395182727394893799221197603352666077233412289716 68136814580358035803580257023681369146803580358036813 6930257024681368145803580358025702368136914680353333444455	8571615395301256668401306860979941472026204899591745392136776970 1104110000000000000000000000000000000

n 345678902345678901234567890123456789023456789012345678901234567890234567890123456789012345678	
D 1111111111000000000000000000000000000	
1 000000000000000000000000000000000000	
8489211249933477037774713777572137722721041119755988559693357517599993 813692473681369146924799257035813691468136914692470222233333444455555666667777 1111222222333333444555555666667777	WITH COL
8135054168376831267681427217221962543379254921050328476944290967 00001101702432003310000210000000011003115021013221000110001	error
a 4000000000000000000000000000000000000	AMSCRA 1
84497489849334470337799351799908175358852774111975598859443694030978511 44444018299942438724454038054401079888658611111822653950679130 81 02271625293387244540380028346665555192954541822657431699653950679130 82716252933830619605960051666555519295454182265743169932774683119595 688033681369144691358813681368136914469236880368136911368 11111222222333334444445555556666677	-
7699320866837688312640002032638188160373792549210592088151252000022 200002107024320033533130001202000110031150210130000220001001010101010101010101010	RESOL.

		AMSCRA	WITH COL	RESOL.	AMSCRA	WITH SEP.	RESOL.
n	b	analy.	sim.	error %	analy	. sim.	error %
90234567890123456789012345678902345678901234567890123456789012345678902345 111111111112222222222	3344444444444444444444444444444445555555	00000000000000000000000000000000000000	77 11112222233333444555666666777 111122222333344445555556666667777 111122222333334445555556666667777 111122222333334445555556666667777 111122222333334445555556666667777 111122222333334445555556666667777 111122222333334445555556666667777 111122222333334445555556666667777 111122222333334445555556666667777 111122222333344455555556666667777 111122222333334445555555666667777	3190922421685580822105085952981423572901401049045045342244483639	00000000000000000000000000000000000000	932559951328455997744443388894741195291991039838469904209993333950918997018844792488228255258159154841116341504661298997243084418181222910531693838496284273727384961836260947753723972738496183626094773839609477305949593722193368136814669246813691466914368136814669247913333333444445555556666677	479092244216855288831091992484511423572901401083829469102412323639 1032212210200311001101000101000143003216310100211010021011106042 0000000000000000000000000000000000

		AMSCRA	WITH COL	RESOL.	AMSCRA	WITH SEP	RESOL.
n	b	analy.	sim.	error	analy	/. sim.	error
6789012345678901234567890234567890123456789012345678902345678901 1111111111112222222222223	11111111111111111111111111111111111111	00000000000000000000000000000000000000	97859431697705371599578060835797998875124997579692500991824533392917852626748187782701158612618572537786711733544499568869630791805083178526267481877827011586126618572537788671173354449956886963079180250831786914692477025703681369147368136914692477025803681369147368136914692470258036813691473681369146	85770271653802056433061410337628568979201374257131084242793722690 0000000000000000000000000000000000	00000000000000000000000000000000000000	97859431697205623523958178357979987512494747387905234024533929173356474818700182484501761857253778671733911678723015669180508317740526262626262626262626262626262626262626	85702716533934174443504710337628568979201525264181188622793722690 510202221100131101010356202235081100201200003012010328030000 00000000000000000000000000000

		AMSCRA	WITH COL	RESOL.	AMSCRA WITH	SEP.F	RESOL.
_n	b	analy.	sim.	error	analy. si	m.	error %
2345678901234567890234567890123456789012345678902345678901234567 1111111122222223 11111111111222222223	88888888888888888888999999999999999999	00000000000000000000000000000000000000	38445703592302222108670583563190637939715257777309897770767298558 30251406440856492326513461718803256224772883641935047672339733972307 42074975205379685907176234882814082807688312273496919904228015653646 420749720731619530720383849861841740830768831227349691990627417306 9247925803681369247468136814692477025803681369247736813681469247702 111112222233334444555555666667777	21117941485631524111285511835531802016524947771076125699235032173706 131111120002020101013040201011001112010100011100021311401003010000 00000000000000000000000	34797213738404173003838496184174083970439900000000000000000000000000000000	289364623476729897707672985	2117949787523384942855118353180201657270820213055699235032173706 131111120000101000030402010110011112011001210001111311401003010000 0000000000000000

		AMSCRA	WITH COL	.RESOL.	AMSCRA	WITH SEP.	RESOL.
n	b	analy.	sim.	error %	analy	. sim.	error %
8901234567890234567890123456789012345678902345678901234567890123	00000000000000111111111111111111111111	00000000000000000000000000000000000000	923315966633121041999107777490775111234639382537156178319891718564 3775518831983678692484441672567953767339920229620188587330408169183 30649786317498918055468844703935776733399202293388587330408169183 580355814692473681369146924702570358146924774681368146924702570358	430150843531503688833636770211521298174792516595922531919333301592 0102120000101330324212101220021010200001035222217021111020010000000000000000000000	00000000000000000000000000000000000000	9296994079153210419999107777490075165991575692537156178319891718530 26666663751395869248444167256795354108237452962018587330408169183 3763387433468828918955468884703935709005233745229620185873300408169183 30633615071831938293061884470357090052233744952962018587330408169183 58802477924779253681369146924770257681368146924770257 111122222233334444455555556666677	4325377732125103688833636770211521266083944716595922531919333301551 01000012020103303242121012200210100000001035222217021110201111010 000000000000000000

		AMSCRA	WITH COL		AMSCRA	WITH SEP.	RESOL.
n	b	analy.	sim.	error	analy	. sim.	error
4567890234567890123456789012345678902345678901234567890123456789 2222223	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	40000000000000000000000000000000000000	118595203831174480793115398231711012288942259479311734664328883284 121385830393372648188271926477367368526573766955648597326938284 12138595830393372648188271926477367367525776695568485973269342888 1213859520383117448079331633962073307461093838407396396397307498 12146914746813691469247702570368146692477468136914669247792555566666777	0592803229846695585106503141734806574966796901415232258958815799 0112000000000000000000000000000000000	00000000000000000000000000000000000000	1612678038311748077931115398231358324788894225947931117346643293031984677433378303933726482719267476747335257461955644074997269990925659920546813691466924702557036802570254681369146924792570358125702	3646971229846695585106503141585026734966796901415232258958416592 1020010813301431200203100110101101106131020110120020000000000

		AMSCRA	WITH COL	.RESOL.	AMSCRA	WITH SEP	RESOL.
n	b	analy.	sim.	error	analy		error
0234567890123456789012345678902345678901234567890123456789023456	<u>4555555555555555555555555555555555555</u>	00000000000000000000000000000000000000	26375915707277340436779119555055443511153963381265415582141739 3504384430620439220875051998895122640073167261095563804261206497 16397222236024446515554650669000820509277080845223738705485 59373840619517496397554650082050982077088084523738738705485 7368136914692479035814692474681368146924702580368136924736813 11111222223333444455555566666777	46432637155920570936623615116333021651573250025804870723730449515 -00000000000000000000000000000000000	00000000000000000000000000000000000000	9637591570727734043677913174994435115396355863381265417340441739 650043844306204392208875050904905122640073167261095563806842106497 39639222233602444465155546522252670822052640777098084553352670545 3963922223360244446515554652225267082205090477098084553352670545 39639222233608444651555546522252670822050904770806477098084553352670548 396392222336084446515555666667777 1111222222333334444555555666667777	1643263715592057093662364807983021651573250025804870724230349515 0823020012211011110111111220201102011021102

		AMSCRA	WITH COL	.RESOL.	AMSCRA WITH SE	P.RESOL.
n	b	analy.	sim.	error	analy. sim.	error
7890123456789012345678902345678901234567890123456789023456789012 1111111111112222222222 111	77777777777777777777777777777777777778888	00000000000000000000000000000000000000	05910191581473595345417500193491171377028790831710278288084912673 202846640132481901991838665700016274759500862477439983780380 4062746580092145966098468657000168308947595729500862477439983780380 6914692470258036814692474681369146924792570368136924736813681469 1112222233334444555555666667777 11112222233333444555555666667777	14664058360617643087469232444218502189454121111438068704691182185 0002301101010110321120111160111020101102000111120030101042050013103	2022233334455801324819901991851757003838426200647737455183992465471219392906827440627440627440627440627440627440627440627440627446922744692274469227446927777  11222223333444555555666667777  11222223333445580368870054688700000000000000000000000000000000000	1466405836061764308780043244218502189454121111438074304691182185 00023011010101032101201160110201011020001120030100042050013103 000000000000000000000000000000

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		AMSCRA	WITH COL	.RESOL.	AMSCRA	WITH SEP	RESOL.
n	b	analy.	sim.	error	analy	v. sim.	error %
34567890123456789023456789012345678901234567890	999999999999999999999999999999999999999	00000000000000000000000000000000000000	018585699553356019184777965552818180853846433552340 058451092942031711948477796555281818021426221783 05794532967579848853693601693339990768344330775388371 05307405496306407759373860169333999076834433073538371 05107407683344430775388371 111112222233334444555555666667777	5722488464752049267098841422122263968460433215092 140011012000100001602004021020100100201001111100 0000000000	00000000000000000000000000000000000000	0185856955335601333847779655528181800853846433523342 381858569955335601338847779655528181800853846433523342 5794510929420317822599061534316707718022217884 05307405496306484525993601693339990768834432262221784 24702580358146692463681369146692447025803581369247 111122222333344455555666667777	57224846475204920909841422122263968460433215094 140011012000100002602004021022063968460433215094 00000000000000000000000000000000000

D. COMPARISON BETWEEEN SEPARATE AND COLLECTIVE RESOLUTION

If n < b, there is no difference between two methods. If n  $\geq$  b AMSCRA with separated resolution gives a better result than with collective resolution. Comparison between the two methods is given in Figures 3.13. 3.14, 3.15 and 3.16 for various values of b. From these figures it can be seen that AMSCRA with separated resolution gives better result. These results are also provided in Table III. From Table III it can be seen that as n increases, the advantage of separate resolution over collective resolution also increases.

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TABLE III
COMPARISON BETWEEN TWO VERSIONS OF THE AMSCRA.

N	В	COLLECTIVE AMSCRA	SEPARATE AMSCRA	VARIATION %
2345678901234567890123456789023456789012345678901234567890	11111111111111111111111111111111111112222	00000000000000000000000000000000000000	00000000000000000000000000000000000000	0925102646811951076297823760907673740550780819375810946884 0244433329044493909293467187062528134212105933712828828820034 044111754839944426987393368000008062565174512059337128282882000975 071456789900111112222223333333333333333333333333

N	В	COLLECTIVE AMSCRA	SEPARATE AMSCRA	VARIATION %
345678901234567890123456789045678901234567890123456789012345	<b>ᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡢᡮᡧᡧᡧᡧᡧᡧᡧᡧ</b>	00000000000000000000000000000000000000	00000000000000000000000000000000000000	067988451000434540292871122220385711240536863165763648770151273489100893349365726623046838920102036661641726076056029020213022940782380255415936924680134566778909028805417019626923343208501844303122005554159369246801345667789012200818295814691246780123455667047450603577777066667888899990000000055556677777066667888899990000000055556677777

N	В	COLLECTIVE AMSCRA	SEPARATE AMSCRA	VARIATION %
67890123456789067890123456789012345678901234567890123456789089	555555555555555566666666666666666666666	00000000000000000000000000000000000000	00000000000000000000000000000000000000	5313222859976730139725877837830934390774001676400334588179425428019019240765204380068244090798137404896026703868726420524040464033427258900097520675771869507405899000975309999912014690260467653190891346789123346789123346789123345603987831908

N	В	COLLECTIVE AMSCRA	SEPARATE AMSCRA	VARIATION %
0123456789012345678909012345678901234567890012345678900123456789012	888888888888888888888999999999999999999	00000000000000000000000000000000000000	00000000000000000000000000000000000000	196604951462024007908096599767893249111155410942353528947348067720987886765689223844899809896603999940651173554109423535289473480677209336288177799866702219603186217546445284333454043575107409435150532096555571479012346789906533335814678899012340340111111136813455667820965555714790123466666666703444444444444444444444444444

N	В	COLLECTIVE AMSCRA	SEPARATE AMSCRA	VARIATION %
3456789012345678902345678901234567890345678901234567890123456789045678901234	11111111111111111111111111111111111111	00000000000000000000000000000000000000	00000000000000000000000000000000000000	8053181936832036730110711688354377694005570480819843238308378258476 4230373994767482710081635890873462060007307141721100410804343529177 79999999913680122330854303284516824240408444896289600230101678464164 7999999136801223308857366882424040834444889628960023013134464164164 7999993136801223308857303333333335666655968002301333333333333333333333333333333333

N	В	COLLECTIVE AMSCRA	SEPARATE AMSCRA	VARIATION %
56789056789012345678906789012345678907890123456789090 22222311111222222222111112222222222222	444444555555555555555555566666666666666	00000000000000000000000000000000000000	00000000000000000000000000000000000000	4355070726593329973833066520266077084086347328840930172855592351047604070598012996495302027768663261353002251872001828089448441942200441534306914144306291818034708231739796011148613295075008265133073901415340039334444433335602802233332111201799012221110000589011111000090901000000000000000

N	В	COLLECTIVE AMSCRA	SEPARATE AMSCRA	VARIATION %
213456789001234567890123456789023456789034567890456789056789067890 222222222222222222222222222222222222	999999999990000000000001111111111111000000	00000000000000000000000000000000000000	00000000000000000000000000000000000000	000051553404503598425091657527208732722500612160041559802921501661 177653359130218572554900700642500671081310995687270507999608835504157 1745514420602705525652047166378806827759109038971033501907583402916 7489000090836789999999972567888880614567780513345670502455004913402916 7489000000000000000000000000000000000000

N	В	COLLECTIVE AMSCRA	SEPARATE AMSCRA	VARIATION %
27 28 29 30 30 29 30 30 30 30	27 27 27 27 228 288 229 30	69.3850 72.0590 74.7350 77.4140 72.0640 74.7400 74.74180 77.4180 77.4220 77.4270	69.3850 71.0680 73.3680 75.8270 72.0640 73.7470 76.0450 74.7450 76.4280 77.4270	0.0000 1.3753 1.8291 2.0500 0.0000 1.3286 1.7735 0.0000

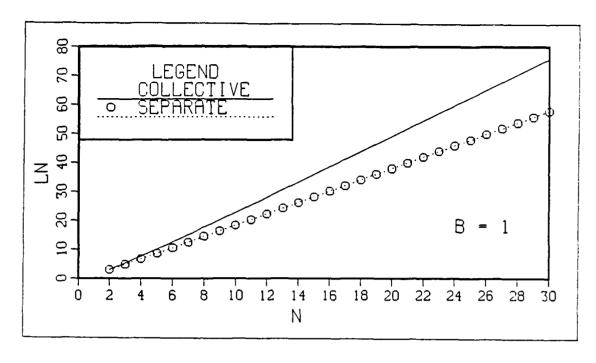


Figure 3.13 Comparison of the Two Versions of the AMSCRA

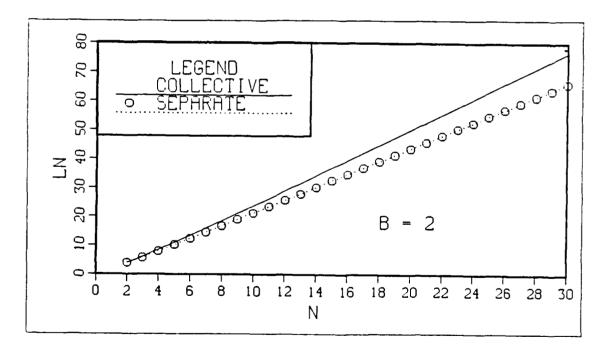


Figure 3.14 Comparison of the Two Versions of the AMSCRA

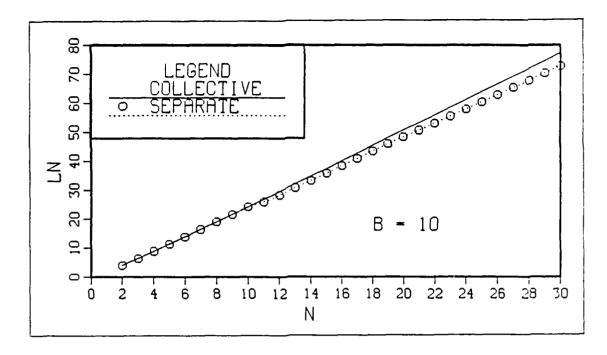


Figure 3.15 Comparison of the Two Versions of the AMSCRA

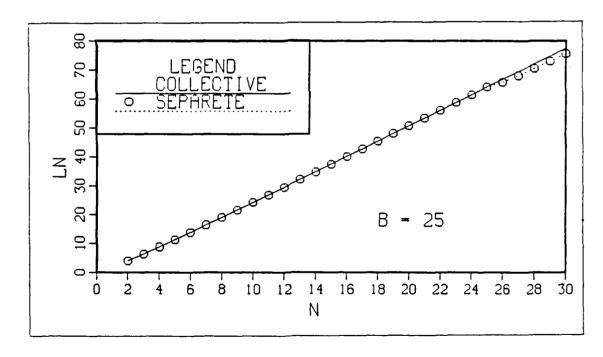


Figure 3.16 Comparison of the Two Versions of the AMSCRA

# IV. CONCLUSION AND RECOMMENDATIONS

The principal conclusions of this study on random access to the slotted channel are:

- 1. The multislot collision resolution algorithm (MSCRA) is the fundamental case of this study. If we open n slots after a collision involving n users, some slots are wasted and therefore the collision resolution interval becomes slightly longer.
- 2. In general, the adaptive version of MSCRA, called AMSCRA and discussed in two different cases, this adaptive case gives better results than the MSCRA because we used smaller observation intervals in the AMSCRA. (In MSCRA, the observation interval always equals the number of collided messages, n)
- 3. The first case of the AMSCRA is with collective resolution. at the end of each collision resolution subperiod, we accumulated all collided users collectively and applied the algorithm to this group. Results were better than for the MSCRA, as collisions were resolved in a shorter period.
- 4. The second case is AMSCRA with separate resolution. In this case the n users involved in collision and divided into two subgroups. The first subgroup is resolved while holding the the second subgroup. Finally the second subgroup is resolved. Using this algorithm the best performance was obtained. As the performance of AMSCRA depends on the value of b, selecting the b=1 provided the optimum performance.
- 5. The agreement between simulation and analysis is good for our two protocols. These results could therefore be used to calculate throughput.

### APPENDIX A

# ANALYSIS PROGRAM FOR AMSCRA WITH COLLECTIVE RESOLUTION

```
$JOB
C*** THIS PROGRAM SOLVES THE AMSCRA WITH COLLECTIVE
      RESOLUTION PROBLEM. STORAGE SHOULD BE AT LEAST 1M.
      INTEGER XX, SS, GG, QQ, KK, JJ, RR, B, I, J, BB, II, Z, G, FF, C
      REAL*8 KL(030,30), PP(030,030), LHAT(030), N
      REAL*8PROB(31,31,31), SUM, MULT, SUB
      REAL*8 A(31,31,31), LHATT, L, M, P, VVV, ATZ, CR, ZS
      REAL*8 JJJ, PPP, LLL, LDENOM, LN, KKK, AAA, ZZ, TT, VV
      PRINT 10
      PRINT 15, 'N', 'B', 'L(N)'
      KL(1,1)=0.0
      KL(2,1)=0.0
      PRINT 99,0,0,KL(1,1)
      PRINT 99,1,0,KL(2,1)
C ***** CALCULATION OF P(N, I)
C
      LHAT(1)=1.0
C****** A(B,J,I) COEFFICIENT ***
      DO 25 BB=1,31
         DO 26 JJ=1.31
             II=JJ
             WHILE (II.GE.1) DO
             IF (II.GT.JJ.OR.II.GT.BB) THEN
                A(BB,JJ,II)=0.0
             ELSE IF (II.EQ.JJ.AND.II.EQ.BB) THEN
                FACTI=FACTN(II-1)
                A(BB, JJ, II) = FACTI
             ELSE IF (II.EQ.JJ) THEN
```

```
FACTB=FACTN(BB-1)
               FACTBI=FACTN(BB-II)
               A(BB, JJ, II) = FACTB/FACTBI
            ELSE
               N=1
               ZZ=BB
               TT=JJ
               I=VV
               AAA=((ZZ-VV)**(TT-VV))
               WHILE (N.LE.(JJ-II)) DO
                  AAA=AAA-A((BB-II+1),(JJ-II+1),N+1)
                  N=N+1
               END WHILE
               FACTB=FACTN(BB-1)
               FACTJ=FACTN(JJ-1)
               FACTI=FACTN(II-1)
               FACTBI=FACTN(BB-II)
               FACTJI=FACTN(JJ-II)
               A(BB, JJ, II) = (1./FACTI) * FACTB*(1./FACTJI)
                            *(1./FACTBI)*FACTJ*AAA
           END IF
           IF (((JJ-1).NE.O).AND.(BB.GE.JJ)) THEN
              CR=JJ
              ATZ=(CR-1.)**(CR-1.)
              PROB(BB, JJ, II) = (1./ATZ)*A(BB, JJ, II)
           END IF
           II=II-1
      END WHILE
  26 CONTINUE
  25 CONTINUE
C*****CALCULATION OF L(N) ***
C
      DO 61 K=2,30
      DO 60 B=1,30
```

```
IF (K.LE.B) THEN
C
C**** MESSAGE NUMBER LESS THAN OR EQUAL SLOT NUMBER***
C***** USE FIRST FORMULA
         SS=K
         SUM=0.0
         RR=SS-1
         DO 5 I=1,RR
            MULT=PROB(SS+1,SS+1,I+1)*LHAT(SS-I)
            SUM=SUM+MULT
 5
         CONTINUE
         ZS=SS
         KL(SS,B)=(1./(1.-PROB(SS+1,SS+1,1)))*(ZS+SUM)
         LHAT(SS)=KL(SS,B)
         PRINT 99, SS, B, KL(SS, B)
      ELSE
C***** MESSAGE NUMBER GREATER THAN SLOT NUMBER ***
C****** USE SECOND FORMULA ************
         M=K
         FACTK=FACTN(K)
         P=B
         L=0.0
         DO 31 J=1, K
            FACTJ=FACTN(J)
            FACTKJ=FACTN(K-J)
            VV=FACTK/(FACTJ*FACTKJ)
            Z=MINO(B,J)
            DO 30 I=1,Z
                IF ((K-I).EQ.1) THEN
                   LHATT=1.0
                ELSE
                   LHATT=KL(K-I,B)
```

```
END IF
               L=L+((A(B+1,J+1,I+1)/(P**J))*VV*((P/M)**J)
                          *((1.0-(P/M))**(K-J))*LHATT)
 30
           CONTINUE
 31
        CONTINUE
        SUB=B+L
        LLL=0.0
        G=K+1
        DO 40 J=1,G
           FACTK=FACTN(K)
           FACTJ1=FACTN(J-1)
           FACTJK=FACTN(K-(J-1))
           VVV=FACTK/(FACTJ1*FACTJK)
           PPP=P**(J-1)
           JJJ=(P/M)**(J-1)
           KKK = ((1.0 - (P/M)) **(K - (J-1)))
           LLL=LLL+(A(B+1,J,1)/PPP)*VVV*JJJ*KKK
C
           PRINT, LLL
  40
        CONTINUE
        LDENOM=1.0/(1.0-LLL)
        LN=LDENOM*SUB
        KL(K,B)=LN
        PRINT 99, K, B, LN
        END IF
 60
     CONTINUE
 61
     CONTINUE
 15
     FORMAT(' ', 02X, A1, 12X, A1, 13X, A4)
     FORMAT ('1')
 10
     FORMAT(' ', I3, 10X, I3, 10X, F8.4)
 99
     STOP
     END
С
           ***************
С
     *** FUNCTION SUBPROGRAM TO CALCULATE FACTORIAL N*
С
         FUNCTION FACTN(N)
```

FACTN=1.

IF (N.GT.1) THEN

DO 2 I=2,N

FACTN=FACTN\*I

2

CONTINUE

END IF

RETURN

END

\$ENTRY

# APPENDIX B

#### SIMULATION FOR AMSCRA WITH COLLECTIVE RESOLUTION

```
C ** THIS PROGRAM WAS WRITTEN TO MAKE THE SIMULATION OF THE
     AMSCRA WITH COLLECTIVE RESOLUTION.
C *** VARIABLE DEFINITION ***
CK
       = INPUT PARAMETER OF DISCRETE UNIFORM DISTRIBUTION
C
          THE INTEGERS 1,2,..., K OCCUR WITH EQUAL
          PROBABILITY. K MUST BE POSITIVE IN GGUD.
C
CB
       =OBSERVATION INTERVAL.
C NR
       =INPUT NUMBER OF RANDOM NUMBERS TO BEGENERATED.
C SUM
       =DUMMY VARIABLE
C SUCC =SUCCESSFUL MESSAGE NUMBER
C COL =CURRENT COLLIDED PACKET NUMBER
CL
      =INTERMEDIATE COLLISION RESOLUTION INTERVAL
CO
        =DUMMY VARIABLE EQUALS B
C NKK
       =DUMMY VARIABLE SHOWS SUCCESS
       =OUTPUT VECTOR OF LENGTH NR CONTAINING THE
CIR
С
        UNIFORMLY DISTRIBUTED INTEGERS.
C S
      =COLLISION RESOLUTION INTERVAL IN EACH STEP
C ED
       =ENERGY DETECTOR
C ZK
       =DUMMY VARIABLE
CT
       =DUMMY VARIABLE
C LN
       =COLLISION RESOLUTION INTERVAL
C *** VARIABLE DECLARATION
        INTEGER K, NR, B, SUM, SUCC, COLL, L, Q, XX, NKK
        INTEGER IR(1), S(20000), ED(30), LAST, ZK, T
        REAL*8 LN
        DOUBLE PRECISION DSEED
        DSEED=3.DO
        Z=15000
```

```
DO 110 XX=1,1
        DO 111 Q=2,30
        LN=0
        L=0
        DO 234 A=1,Z
        B=XX
        SUCC=0
        K=Q
        COLL=K
        SUM=K
        ZK=1
105
        K=SUM
        IF (SUM.LE.XX) THEN
           B=SUM
        ENDIF
        NR=1
        DO 235 I=1,K
        CALL GGUD (DSEED, K, NR, IR)
        S(I)=IR(1)
 235
        CONTINUE
        DO 301 AA=1,30
           ED(AA)=0
 301
        CONTINUE
        DO 99 T=1, K
      ENERGY DETECTOR
           GOTO(1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,
                 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29,
                 30),S(T)
 1
        ED(1)=ED(1)+1
        GOTO 99
 2
        ED(2)=ED(2)+1
        GOTO 99
 3
        ED(3) = ED(3) + 1
        GOTO 99
 4
        ED(4) = ED(4) + 1
```

	GOTTO 00
_	GOTO 99
5	ED(5)=ED(5)+1
	GOTO 99
6	ED(6)=ED(6)+1
	GOTO 99
7	ED(7)=ED(7)+1
	GOTO 99
8	ED(8)=ED(8)+1
	GOTO 99
9	ED(9)=ED(9)+1
	GOTO 99
10	ED(10)=ED(10)+1
	GOTO 99
11	ED(11)=ED(11)+1
	GO TO 99
12	ED(12)=ED(12)+1
	GOTO 99
13	ED(13)=ED(13)+1
	GO TO 99
14	ED(14)=ED(14)+1
	GOTO 99
15	ED(15)=ED(15)+1
	GOTO 99
16	ED(16)=ED(16)+1
	GOTO 99
17	ED(17)=ED(17)+1
	GOTO 99
18	ED(18)=ED(18)+1
	GOTO 99
19	ED(19)=ED(19)+1
	GOTO 99
20	ED(20)=ED(20)+1
	GOTO 99
21	ED(21)=ED(21)+1
	GOTO 99

```
22
        ED(22)=ED(22)+1
        GO TO 99
23
        ED(23)=ED(23)+1
        GOTO 99
24
        ED(24)=ED(24)+1
        GO TO 99
25
        ED(25)=ED(25)+1
        GO TO 99
26
        ED(26)=ED(26)+1
        GOTO 99
27
        ED(27)=ED(27)+1
        GO TO 99
        ED(28)=ED(28)+1
28
        GOTO 99
29
        ED(29)=ED(29)+1
        GO TO 99
30
        ED(30)=ED(30)+1
        GOTO 99
 99
        CONTINUE
        DO 102 T=1,K
 102
        CONTINUE
        SUM=0
        NKK=0
        DO 103 T=1,B
           IF ( ED(T).EQ.1) THEN
               SUCC=SUCC+1
               NKK=NKK+1
           END IF
           SUM=Q-SUCC
 103
        CONTINUE
        L=L+B
        ZK=ZK+1
        IF (SUM.EQ.O) THEN
           IF (SUCC.EQ.COLL) GO TO 234
              SUM=COLL-SUCC
```

```
IF (SUM.LE.XX) GOTO 105
```

B=XX

GOTO 105

ENDIF

GOTO 105

234 CONTINUE

LN=L/Z

WRITE (6,217) Q,XX,LN

WRITE (8,217) Q,XX,LN

111 CONTINUE

110 CONTINUE

217 FORMAT (' ', I3,5X,I3,5X,F12.4)

STOP

END

# APPENDIX C

#### ANALYSIS PROGRAM FOR AMSCRA WITH SEPARATE RESOLUTION

```
$JOB
C *** THIS PROGRAM WAS WRITTEN TO CALCULATE THE L(N)
C
      VALUES FOR THE AMSCRA WITH SEPARATE RESOLUTION.
C
      STORAGE SHOULD BE AT LEAST 1M.
C
      INTEGER RR, B, I, J, BB, II, Z, G, FF, C, UL, Z1, K1
      INTEGER XX, SS, GG, QQ, KK, JJ
      REAL*8 KL(030,30), PP(030,030), LHAT(030), N
      REAL*8 PROB(31,31,31), SUM, SUB, MULT, LHATT2
      REAL*8 A(31,31,31), LHATT, L, M, P, VVV, ATZ, CR, ZS
      REAL*8 JJJ, PPP, LDENOM, LN, KKK, AAA, ZZ, TT, VV, L1L
      REAL*8 L2L, L12L, VBNO, VBOO
      PRINT 10
      PRINT 15, 'N', 'B', 'L(N)'
      PRINT 16, '----
  16 FORMAT(' ',02X,A30)
  15 FORMAT(' ',02X,A1,12X,A1,13X,A4)
  10 FORMAT ('1')
      KL(1,1)=0.0
      KL(2,1)=0.0
      PRINT 99,0,0,KL(1,1)
      PRINT 99,1,0,KL(2,1)
C **** CALCULATION OF P(N,I) ***********
С
C4
           CONTINUE
C3
      CONTINUE
      LHAT(1)=1.0
С
C*** A(B,J,I) COEFFICIENT ******
```

```
C
```

```
DO 25 BB=1,31
   DO 26 JJ=1.31
      II=JJ
      WHILE (II.GE.1) DO
        IF (II.GT.JJ.OR.II.GT.BB) THEN
           A(BB, JJ, II)=0.0
        ELSE IF (II.EQ.JJ.AND.II.EQ.BB) THEN
           FACTI=FACTN(II-1)
           A(BB, JJ, II) = FACTI
        ELSE IF (II.EQ.JJ) THEN
           FACTB=FACTN(BB-1)
           FACTBI=FACTN(BB-II)
           A(BB, JJ, II) = FACTB/FACTBI
        ELSE
           N=1
           ZZ=BB
           TT=JJ
           VV=II
           AAA=((ZZ-VV)**(TT-VV))
           WHILE (N.LE.(JJ-II)) DO
              AAA=AAA-A((BB-II+1),(JJ-II+1),N+1)
              N=N+1
           END WHILE
           FACTB=FACTN(BB-1)
           FACTJ=FACTN(JJ-1)
           FACTI=FACTN(II-1)
           FACTBI=FACTN(BB-II)
           FACTJI=FACTN(JJ-II)
           A(BB,JJ,II)=(1./FACTI)*FACTB*(1./FACTJI)
                              *(1./FACTBI)*FACTJ*AAA
         END IF
         IF (((JJ-1).NE.O).AND.(BB.GE.JJ)) THEN
            CR=JJ
            ATZ=(CR-1.)**(CR-1.)
```

```
PROB(BB, JJ, II) = (1./ATZ)*A(BB, JJ, II)
               END IF
                  II=II-1
            END WHILE
  26
         CONTINUE
  25 CONTINUE
C
C ****CALCULATION OF L(N) ***
C
      DO 61 K=2,30
      DO 60 B=1,30
      IF (K.LE.B) THEN
С
C**** MESSAGE NUMBER LESS THAN OR EQUAL SLOT NUMBER
C**** USE FIRST FORMULA
C
         SS=K
         SUM=0.0
         RR=SS-1
         DO 5 I=1,RR
            MULT=PROB(SS+1,SS+1,I+1)*LHAT(SS-I)
            SUM=SUM+MULT
 5
         CONTINUE
         ZS=SS
         KL(SS,B)=(1./(1.-PROB(SS+1,SS+1,1)))*(ZS+SUM)
         LHAT(SS)=KL(SS,B)
         PRINT 99, SS, B, KL(SS, B)
      ELSE
C***** MESSAGE NUMBER GREATER THAN SLOT NUMBER ***
C****** USE SECOND FORMULA ****************
С
         M=K
         FACTK=FACTN(K)
         P=B
```

```
L1L=0.0
        UL=MINO(B,K)
        DO 31 I=1,UL
        J=K
          IF ((K-I).EQ.1) THEN
            LHATT=1.0
          ELSE
            LHATT=KL(K-I,B)
         ENDIF
         L1L=L1L+(A(B+1,J+1,I+1)/(P**K))*LHATT*((P/M)**K)
31
       CONTINUE
       L2L=0.0
       K1=K-1
       DO 32 J=1,K1
         FACTJ=FACTN(J)
         FACTKJ=FACTN(K-J)
         VV=FACTK/(FACTJ*FACTKJ)
         Z=MINO(B,J)
         Z1 = Z + 1
         DO 33 I=1,Z1
         IF ((J-I+1).EQ.O) THEN
            LHATT=0.0
         ELSE IF (J-I+1.EQ.1) THEN
            LHATT=1.0
         ELSE
            LHATT=KL(J-I+1,B)
         END IF
         IF ((K-J).EQ.1) THEN
            LHATT2=1.0
         ELSE
           LHATT2=KL(K-J,B)
         END IF
         L2L=L2L+(A(B+1,J+1,I)/(P**J))*VV*((P/M)**J)
             *((1.0-(P/M))**(K-J))*(LHATT+LHATT2)
33
    CONTINUE
```

```
32
     CONTINUE
     L12L=B+L1L+L2L
     VBNO=(A(B+1,K+1,1)/(P**M))*((P/M)**K)
     VBOO=A(B+1,1,1)*((1.-(P/M))**K)
     LDENOM=1./(1.-VBNO-VBOO)
     LN=LDENOM*L12L
     KL(K,B)=LN
     PRINT 99, K, B, LN
     END IF
 60
     CONTINUE
 61
     CONTINUE
     FORMAT(' ', I3, 10X, I3, 10X, F8.4)
 99
     STOP
     END
C
С
     *** FUNCTION SUBPROGRAM TO CALCULATE FACTORIAL N ***
С
     ***************
                  FUNCTION FACTN(N)
                  FACTN=1.
                  IF (N.GT.1) THEN
                     DO 2 I=2,N
                         FACTN=FACTN*I
 2
                      CONTINUE
                  END IF
                  RETURN
                  END
$ENTRY
```

# $\frac{\texttt{APPENDIX} \ \, \texttt{D}}{\texttt{SIMULATION} \ \, \texttt{FOR} \ \, \texttt{AMSCRA} \ \, \texttt{WITH} \ \, \texttt{SEPARATE} \ \, \texttt{RESOLUTION}}$

```
C ***THIS PROGRAM WAS WRITTEN TO MAKE THE SIMULATION OF THE
    AMSCRA WITH SEPARATE RESOLUTION.
C ***VARIABLE DEFINITION ***
CK
      = INPUT PAREMETER OF DISCRETE UNIFORM DISTRIBUTION
С
          THE INTEGERS 1,2,..., K OCCUR WITH EQUAL
С
          PROBABILITY. K MUST BE POSITIVE IN GGUD.
СВ
        =OBSERVATION INTERVAL.
C NR
       =INPUT NUMBER OF RANDOM NUMBERS TO BEGENERATED.
C SUM
       =DUMMY VARIABLE
C SUCC =SUCCESSFUL MESSAGE NUMBER
C COL
       =CURRENT COLLIDED PACKET NUMBER
CL
       =INTERMEDIATE COLLISION RESOLUTION INTERVAL
CQ
       =DUMMY VARIABLE EQUALS B
C NKK
       =DUMMY VARIABLE SHOWS SUCCESS
CIR
       =OUTPUT VECTOR OF LENGTH NR CONTAINING THE
C
        UNIFORMLY DISTRIBUTED INTEGERS.
C S
        =COLLISION RESOLUTION INTERVAL IN EACH STEP
C ED
       =ENERGY DETECTOR
C ZK
       =DUMMY VARIABLE
CT
       =DUMMY VARIABLE
C LN
       =COLLISION RESOLUTION INTERVAL
C ALAST =SECOND PART OF THE COLLIDED PACKETS N-J
CSAKAT = SAVED COLLIDED PACKETS GROUP
C *** VARIABLE DECLARATION
         INTEGER K, NR, B, SUM, SUCC, COLL, L, Q, XX, NKK, FL
         INTEGER IR(1), S(20000), ED(30), LAST, ZK, T
         INTEGER ALAST(100), SAKAT(100)
         REAL*8 LN
```

```
DOUBLE PRECISION DSEED
         DSEED=3.DO
         Z=15000
         DO 110 XX=1,1
         DO 111 Q=2,30
C
         XX=2
С
         Q=4
         LN=0
         L=0
         DO 234 A=1,Z
         FL=1
         B=XX
         SUCC=0
         K=Q
         COLL=K
         SUM=K
         ZK=1
 105
         K=SUM
         IF (SUM.LE.XX) THEN
            B=SUM
         ENDIF
         NR=1
         DO 235 I=1,K
         CALL GGUD (DSEED, K, NR, IR)
         S(I)=IR(1)
 235
         CONTINUE
         DO 301 AA=1,30
            ED(AA)=0
 301
         CONTINUE
         DO 99 T=1,K
            GOTO(1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,
                  17,18,19,20,21,22,23,24,25,26,27,28,29,
                  30),S(T)
 1
         ED(1) = ED(1) + 1
         GOTO 99
```

2 ED(2) = ED(2) + 1GOTO 99 3 ED(3)=ED(3)+1GOTO 99 4 ED(4)=ED(4)+1GOTO 99 5 ED(5)=ED(5)+1GOTO 99 ED(6)=ED(6)+16 GOTO 99 7 ED(7)=ED(7)+1GOTO 99 8 ED(8)=ED(8)+1GOTO 99 9 ED(9)=ED(9)+1GOTO 99 10 ED(10)=ED(10)+1GOTO 99 11 ED(11)=ED(11)+1GO TO 99 12 ED(12)=ED(12)+1GOTO 99 ED(13)=ED(13)+113 GO TO 99 14 ED(14)=ED(14)+1GOTO 99 15 ED(15)=ED(15)+1GOTO 99 16 ED(16)=ED(16)+1GOTO 99 17 ED(17)=ED(17)+1GOTO 99 ED(18) = ED(18) + 118 GOTO 99 19 ED(19)=ED(19)+1

```
GOTO 99
20
        ED(20)=ED(20)+1
        GOTO 99
21
        ED(21)=ED(21)+1
        GOTO 99
22
        ED(22)=ED(22)+1
        GO TO 99
        ED(23)=ED(23)+1
23
        GOTO 99
24
        ED(24)=ED(24)+1
        GO TO 99
25
        ED(25)=ED(25)+1
        GO TO 99
26
        ED(26)=ED(26)+1
        GOTO 99
27
        ED(27)=ED(27)+1
        GO TO 99
28
        ED(28)=ED(28)+1
        GOTO 99
29
        ED(29)=ED(29)+1
        GO TO 99
30
        ED(30)=ED(30)+1
        GOTO 99
99
        CONTINUE
        DO 102 T=1,K
 102
        CONTINUE
        SUM=0
        NKK=0
        DO 103 T=1,B
           IF ( ED(T).EQ.1) THEN
               SUCC=SUCC+1
               NKK=NKK+1
           ELSE
              SUM=SUM + ED(T)
           END IF
```

```
103
        CONTINUE
        LAST=K-NKK-SUM
 106
        CONTINUE
        SAKAT(FL)=K-LAST
        IF (LAST.NE.O) THEN
           ALAST(FL)=LAST
           FL=FL+1
        END IF
        L=L+B
        ZK=ZK+1
        IF (SUM.EQ.O) THEN
           IF (SUCC.EQ.COLL) GO TO 234
              SUM=ALAST(FL-1)
              FL=FL-1
              IF (SUM.LE.XX) GOTO 105
                 B=XX
                 GOTO 105
        ENDIF
        GOTO 105
234
        CONTINUE
        LN=L/Z
        WRITE (6,217) Q,XX,LN
111
        CONTINUE
110
       CONTINUE
        FORMAT (' ', 13,5X,13,5X,F12.4)
217
        STOP
        END
```

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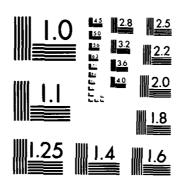
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